

MEGA-SIZED ISSUE! • £1.50 • No. 42 • January 6th 1995 • Britain's Official **SEGA** Comic • Every Fortnight

FREE MORE BADNIK SPOTTER CARDS!

Sonic the comic

EXTRA PAGES!

FABBO COMPOS!

SPECIAL STORIES!

MEGA PIN-UPS!

CHRISTMAS GOODIES!

**WIN
A VIP DAY
OUT AT
SONY
PSYGNOSIS!**

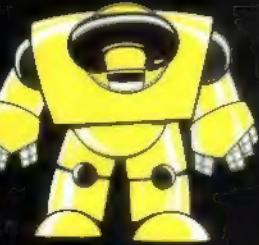
*JUST
WHAT I
WANTED FOR
CHRISTMAS!*

**DANGER!
ROBOTNIK IN OWN
STORY SHOCK!**

PLUS ALL YOUR FESTIVE STC SUPERSTARS!

CONTROL

ZONE



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's Christmas! Well, very nearly. While you count down the seconds to the Great Day itself, enjoy STC's second jam-packed, 48-page mega-sized issue. Strips, puzzles, pin-ups, two great comics and some special surprises (how did Robotnik sneak his own story into this issue?). Just think of it as an early Crimbo present from us to you.

Speaking of goodies, your second set of Sonic's Badnik Spotter Cards are free with this issue. Got all 12? Good. To collect them into a neat pile carefully remove them from the main card by pushing gently round the perforations. Neatness freaks can trim off the rough edges by carefully cutting round the black border line in the front of the cards. Presto, Series 1.0 is complete! If you want to see more Badnik Spotter Cards write and let us know.

Next issue STC reverts to its regular 32-page size but packed with more excitement than ever. The good news - it's still only £1.15.

So, as Santa's sleigh draws nearer and nearer, I'll just say

HAVE A VERY MERRY CHRISTMAS AND AN STC-FILLED NEW YEAR!

Megadroid

- Managing Editor: Richard Burton
- Editor: Deborah Tate
- Designer: Gary Knight
- Assistant Editors: Audrey Wong
- Cover: Carl Fivel
- Publisher: Rob McMenamy

MEGA CONTENTS

You want more? You got it! In this, the second mega STC issue. More strips, more fun, more surprises! Here's a taste of the festive delights awaiting you.

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The Sega Charts

All the chart action for all the Sega systems.

- in every issue of STC.



MEGA DRIVE

1	SONIC AND KNUCKLES
2	URBAN STRIKE
3	SONIC THE HEDGEHOG 2
4	SONIC THE HEDGEHOG
5	THE LION KING
6	FIFA INTERNATIONAL SOCCER
7	MORTAL KOMBAT 2
8	SONIC THE HEDGEHOG 3
9	ROBOCOP U TERMINATOR
10	MICKEY MANIA

MEGA-CD

1	REBEL ASSAULT
2	MICKEY MANIA
3	FIFA INTERNATIONAL SOCCER
4	SONIC CD
5	SEWER SHARK
6	TOMCAT ALLEY
7	THUNDERHAWK
8	ECCO THE DOLPHIN
9	ROAD RUENGER
10	SILPHEED

MASTER SYSTEM

1	SONIC THE HEDGEHOG 2
2	JUNGLE BOOK
3	ALADDIN
4	SONIC CHAOS
5	DESERT SPEED TRAP
6	MICKEY MOUSE 2
7	SONIC THE HEDGEHOG
8	COOL SPOT
9	ROBOCOP U TERMINATOR
10	TAZMANIA

GAME GEAR

1	SONIC THE HEDGEHOG 2
2	SONIC THE HEDGEHOG
3	MICKEY MOUSE 2
4	MORTAL KOMBAT 2
5	ALADDIN
6	ECCO THE DOLPHIN
7	JUNGLE BOOK
8	COOL SPOT
9	SONIC CHAOS
10	SHIROBI 2

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SONIC

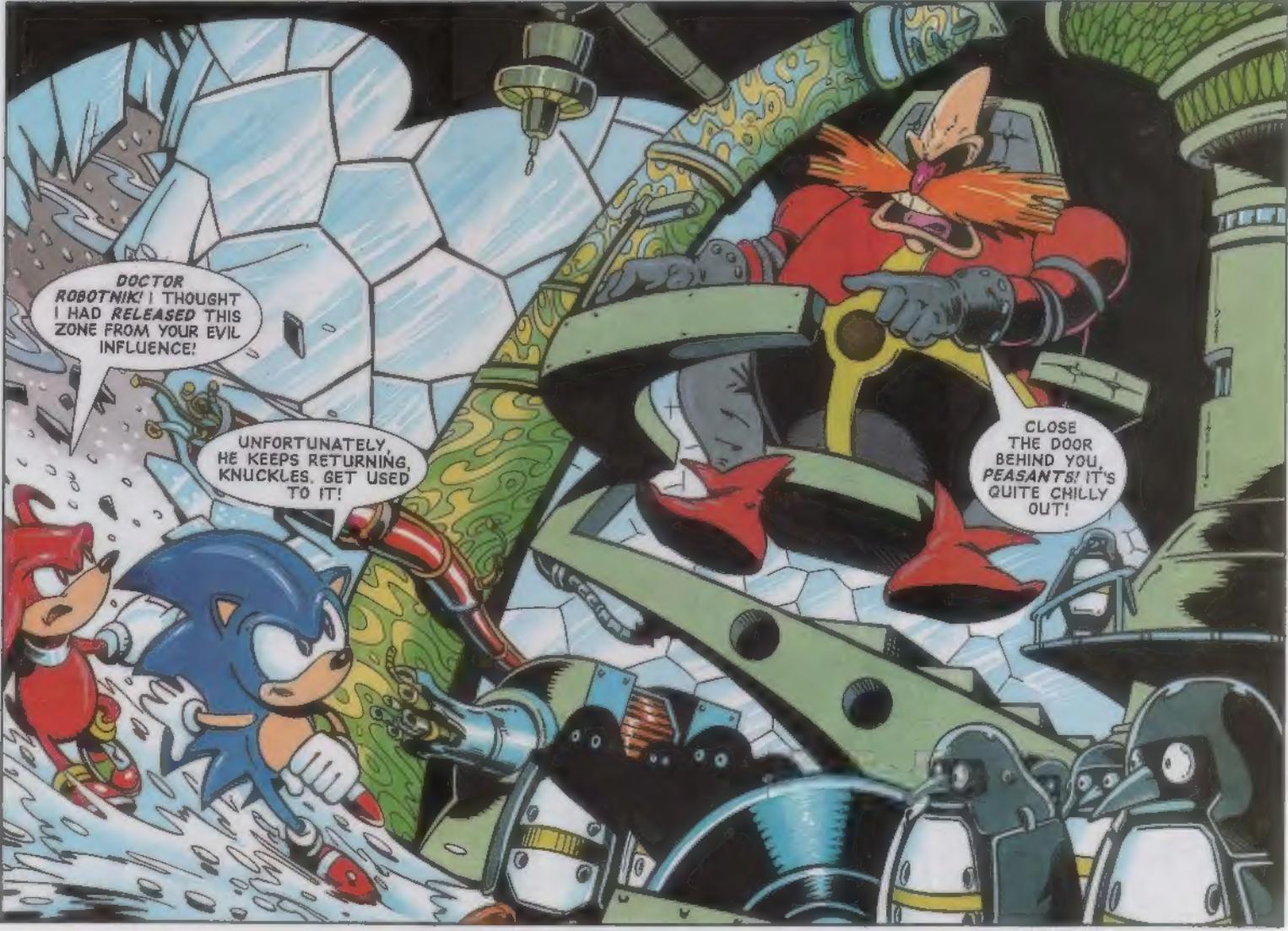
THE HEDGEHOG

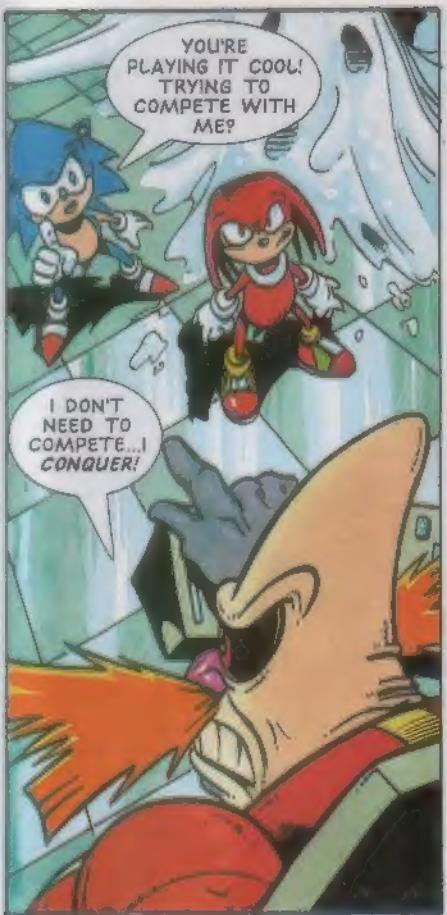
Ice Cap Attack

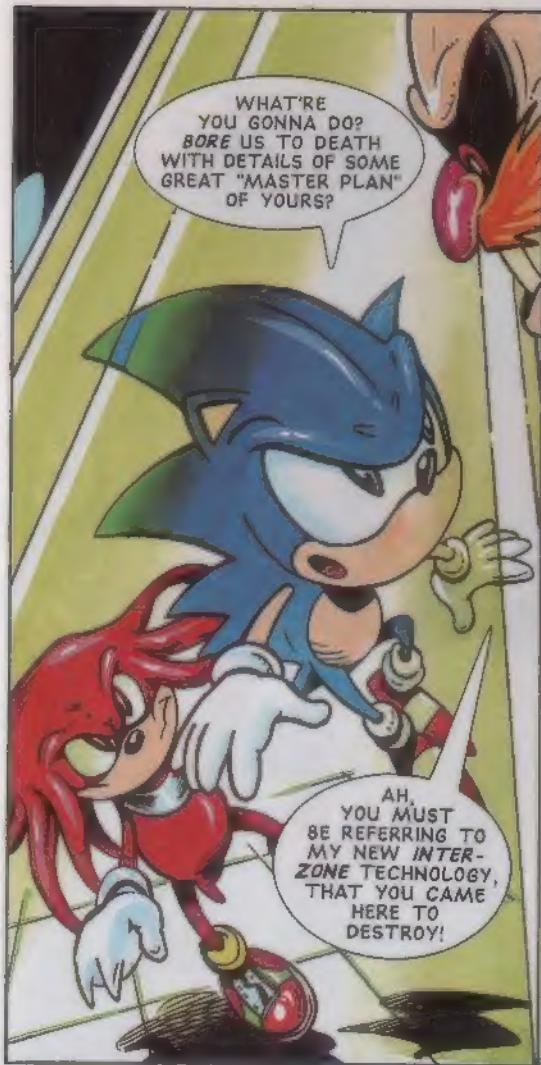
PART 2

Script:
Lou Stringer
Art:
M. Hadley & J. Burns
Lettering:
Steve Potter











IF YOU'RE SO BRILLIANT,
YOU CAN DEAL WITH THE PENGUINATORS
WHILE I TAKE OUT THIS INTER-ZONE
JUNK!

I CAN HANDLE IT SONIC! CAN YOU?

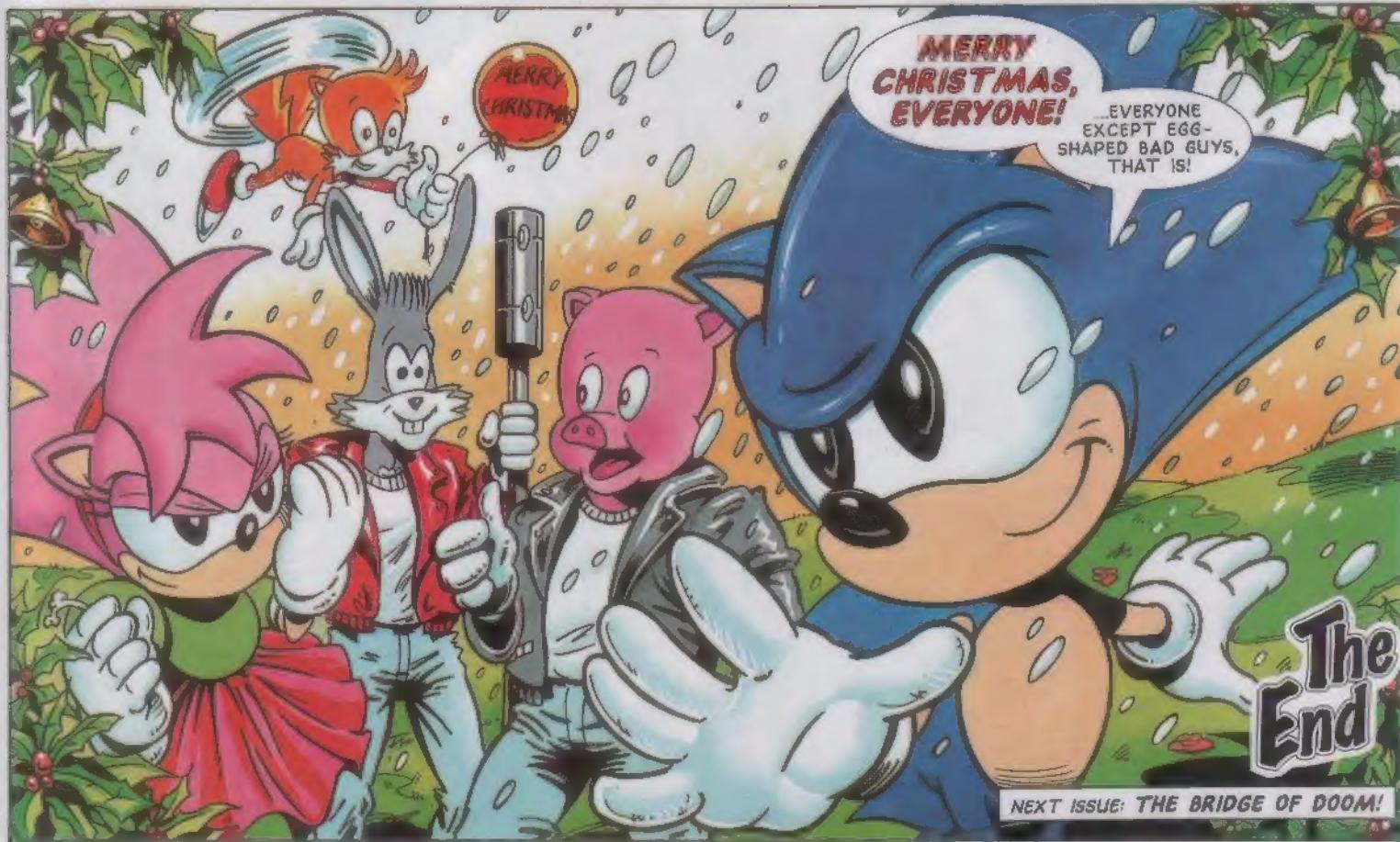
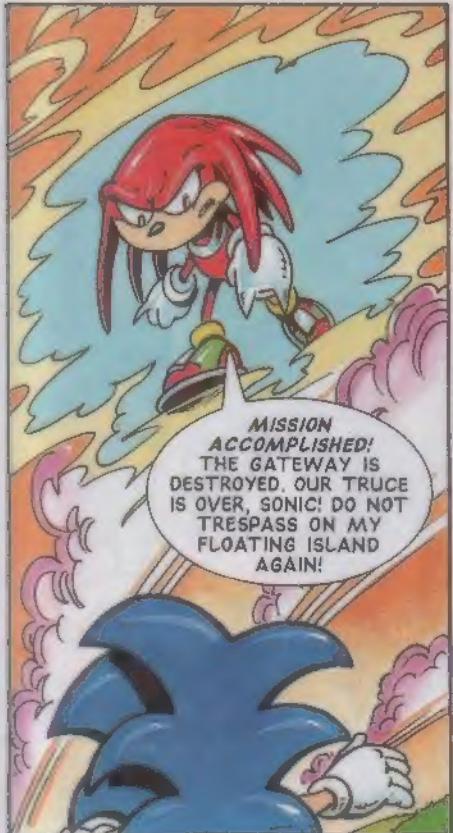
BWHAHMM!

DOES THIS ANSWER YOUR
QUESTION, DUDE?

ROBOTNIK IS
ESCAPING!

LET HIM GO! HELP ME
GET THESE GUYS
THROUGH THE GATE-
WAY BACK TO MOBIUS
BEFORE IT'S TOO LATE!

EVERY-
ONE THROUGH?
COOL!



REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers this issue: Jenny Fromer, David Gibbon & Nick Protz.

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

EARTHWORM JIM



Mega Drive

game type: PLATFORM
1 PLAYER



Ace programmer David Perry has released the first game through his own company, Shiny Entertainment. The game is based on a worm called Jim (no!) who discovers a suit which gives him the ability to run, jump, fire a gun, power himself as a rotor blade and more besides!

Earthworm Jim is an off-beat, original game. Each level features beautifully drawn graphics with over 50 detailed scrolling backgrounds. The characters are superbly animated and very agile. Jim is possibly the most versatile character seen to date in a video game (how many characters pull their head off to use as a whip?). Leave him standing for a while and you're treated to comedy routines ranging from him accidentally shooting himself to his eyes popping out after his trousers have fallen down!

Earthworm Jim is a tough game, but a definite winner. Watch out for Jimbo, he's set to become a Mega Drive mega-star!
- DG

FAST FAX

PUBLISHER VIRGIN PRICE £44.99

GRAPHICS

94

SOUND

92

PLAYABILITY

92

RAVES GRAVES

Mad-cap platformer with stacks of innovative ideas.

A tough game to crack.

OVERALL

94%



POWER RANGERS



Mega Drive

game type: BEAT 'EM-UP
1-2 PLAYERS



A game that began life as a TV show, the Power Rangers are a group of hip schoolchildren, well versed in martial arts, who band together to take on the evil Rita Repulsa in her bid to capture the planet. Fortunately for the Rangers, they have special powers, including the ability to come together to form the mighty Megazord. All of this helps as Rita's evil henchmen increase in strength.

Given the plot, it comes as no surprise that on the Mega Drive format **Power Rangers** is a beat 'em-up. Individual Rangers, or the united Megazord work their way through Rita's goon squad. Alternately, you can opt for the two-player mode and take on your friends, choosing from the 12 fighters on offer.

Whilst **Power Rangers** is a pretty standard beat 'em-up fare with no real twists on the format, it basically only uses the pad and two buttons to operate. This makes it a pretty good introduction to the beat 'em up for younger players or beginners. That said, it can be a bit of a struggle to successfully pull off the special moves available.

On the down side, **Power Rangers** doesn't have much else to offer. The entire package amounts to a pretty average game, with average sound and graphics. However, if you like the TV show, all the important elements are present here, including an early battle to bring the straying green Ranger back on side. - NP

FAST FAX

PUBLISHER SEGA PRICE £39.99

GRAPHICS

60

SOUND

58

PLAYABILITY

63

RAVES GRAVES

Good introduction to the format.

Too basic.

OVERALL

59%



a stage in his journey through life. This includes his exile in the wilderness to his eventual confrontation with his evil uncle Scar, to prove which of them is worthy to rule the Pridelands.



Based on this year's hit film, *The Lion King* is the story of Simba and his transition from lion cub to lion prince. Each level of the game represents



As in *Aladdin* and *Jungle Book*, the animation here is superb, with incredible attention to detail resulting in remarkably fluid gameplay. *The Lion King* is the most impressive so far, both in its look and in the effective transfer of the story to the console format. The Stampede level, where Simba has to contend with bolting wildebeests, captures much of the intensity of the film.

The Lion King packs a lot of extras into the format with challenging puzzles and some really creative friends and foes along the way. Best yet is the novelty feature of seeing Simba actually develop from cub to full-grown lion as the game proceeds. The moves start off basic with Simba pouncing on enemies, but later being able to slash and maul as an adult. He can also use his roar to combat enemies, which is increasingly effective as he grows older.

Overall, *The Lion King* is a highly satisfying game with a great soundtrack that includes samples from the original score. It's a game which is both a joy to look at and fun to play. - JF



FAST FAX

PUBLISHER PRICE
DISNEY/VIRGIN £34.99

GRAPHICS

***** 90%

SOUND

***** 85%

PLAYABILITY

***** 83%

RAVES: GRAVES

Great well round value.
Hard to think of any.

OVERALL

90%

MICKEY MANIA: THE TIMELESS ADVENTURES

game type: ARCADE ACTION
1 PLAYER



Mega Drive



The most famous of all Disney characters, Mickey Mouse celebrated his 65th birthday last year. As a tribute, Sony decided to produce a video game based on Mickey's history. Although it has taken over a year to develop, the final product is outstanding.

Mickey Mania: The Timeless Adventures is divided into six animation shorts, each representing a major event in Mickey's career; his first appearance, first speaking role and the advent of Mickey in colour. Played over a total of 25 levels, the attention to detail is very impressive. For example, the first level is based on Mickey's first cartoon, 'Steamboat Willie,' authentically played in black and white, appearing like its real counterpart which was made in 1928.

Gameplay is simple enough for the very young, yet still provides a challenge for the most experienced gamer. In



addition to the usual left-to-right platform action where Mickey throws marbles or jumps on baddies' heads, two 'new' game engines are included. One has Mickey walking around a 360 degree rotating tower, while the other is an innovative 'coming-at-you' 3D stage in which Mickey is chased by a moose along fast-moving ground. Both add that special 'jaw-dropping' factor to the game.

Graphically, **Mickey Mania** is on a par with *Aladdin* and *Jungle Book*. Every one from Mickey and Pluto (who assists Mickey through the later levels) to the way the baddies move is totally flawless and comparable to a Walt Disney feature film. Praise indeed! - DG.

FAST FAX	
PUBLISHER	SONY IMAGESOFT
PRICE	£44.99
GRAPHICS	
SOUND	
PLAYABILITY	
RAVES	Graphic masterpiece
GRAVES	Frustrating to master but a joy to play.
OVERALL	91%

NIGHT IN THE CITY

FIFTEEN TO ONE ?

POLICE DEPARTMENT

WITH THESE
KINDA ODDS HOW
CAN YOU LOSE ?

SOUNDS GOOD
TO ME !

HOW ABOUT YOU, FEROCIO ?
DO YOU WANT A PIECE OF THIS ?

UH, DAN .

NOT FEROCIO
HE ISN'T, Y KNOW,
'ONE OF THE GLYS'

OH



STREETS OF RAGE

THE ONLY GAME IN TOWN

PART 2

Script: Viggo Kitching

Art: Peter Richardson Lettering: Tom Pragine

MAX, AXEL, BLAZE
AND SKATES HAVE
BEEN AMBUSHED

C'MERE, DECOY! YOU'VE
DONE YOUR JOB!

SKATES... I COULD'NT HELP IT
THEY MADE ME!

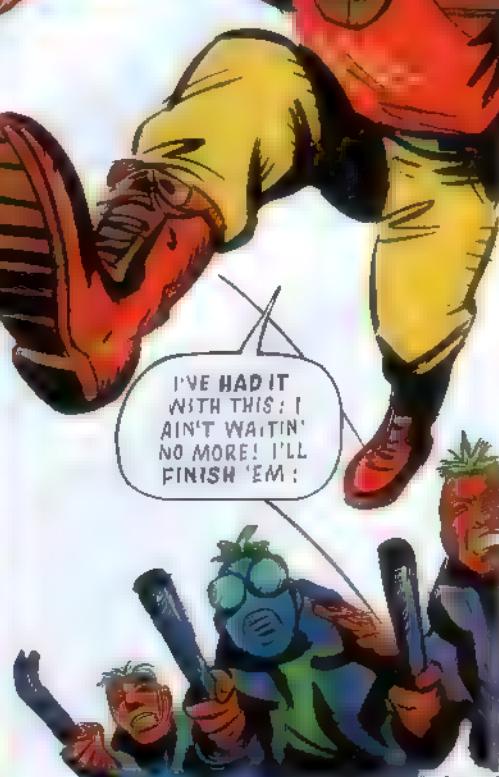
SAVE IT
JULIO!



DAMN! THEY'RE
TAKING OUR
BATTLE WAGON!

DON'T WORRY 'BOUT THE
VAN, BABY. YOU NOT GON'
NEED IT NO MORE!

I'VE HAD IT
WITH THIS! I
AIN'T WAITIN'
NO MORE! I'LL
FINISH 'EM!



YOU GOT IT, BLAZE!

HE'S MINE... GIVE
ME SOME ROOM!

UNGHH!

Y'KNOW, I COULD
EAS-LY SNAP YOUR
VERTEBRAE IF I
WANTED TO...

NHKK!

OR I COULD
FRACTURE YOUR
SKULL.

BUT I WON'T. THIS IS
JUST A LITTLE DEMONSTRATION
FOR YOUR FRIENDS...

WITH A BIT OF
LUCK IT MIGHT
DISCOURAGE
SOME OF
THEM

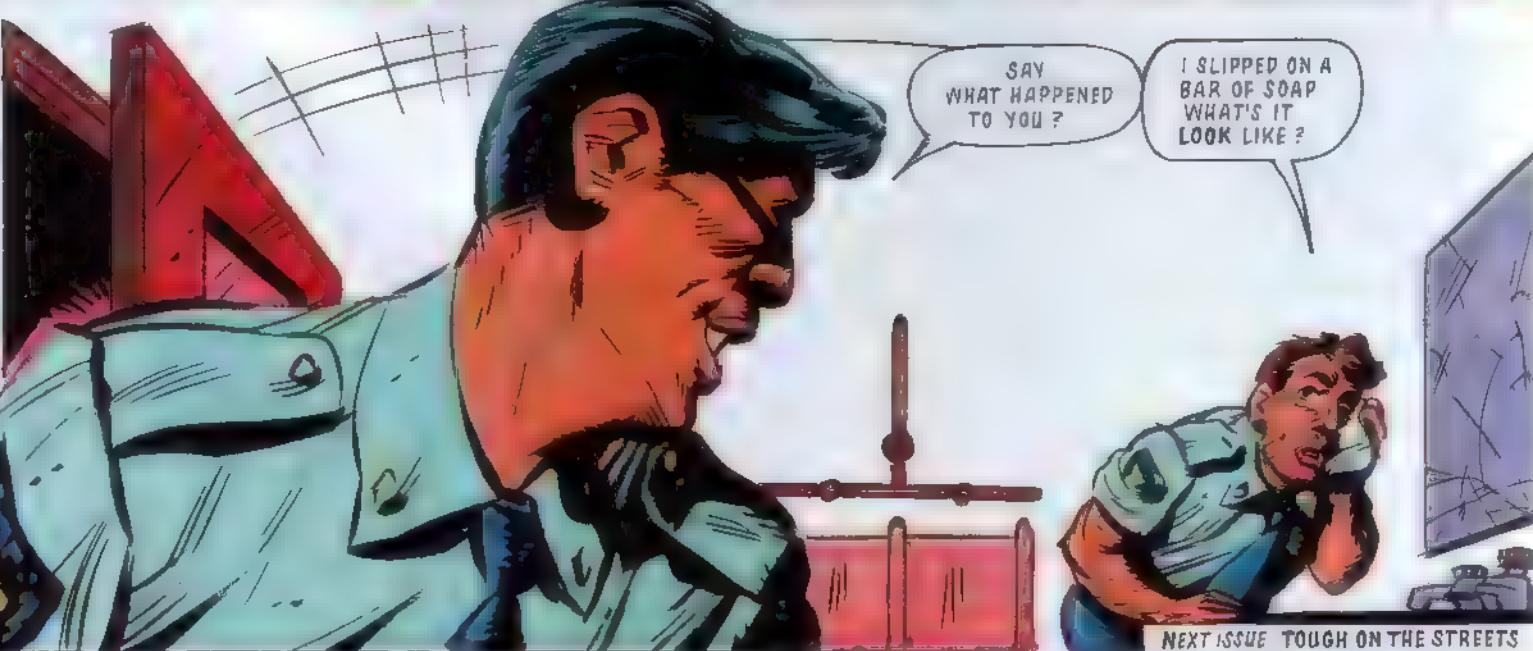
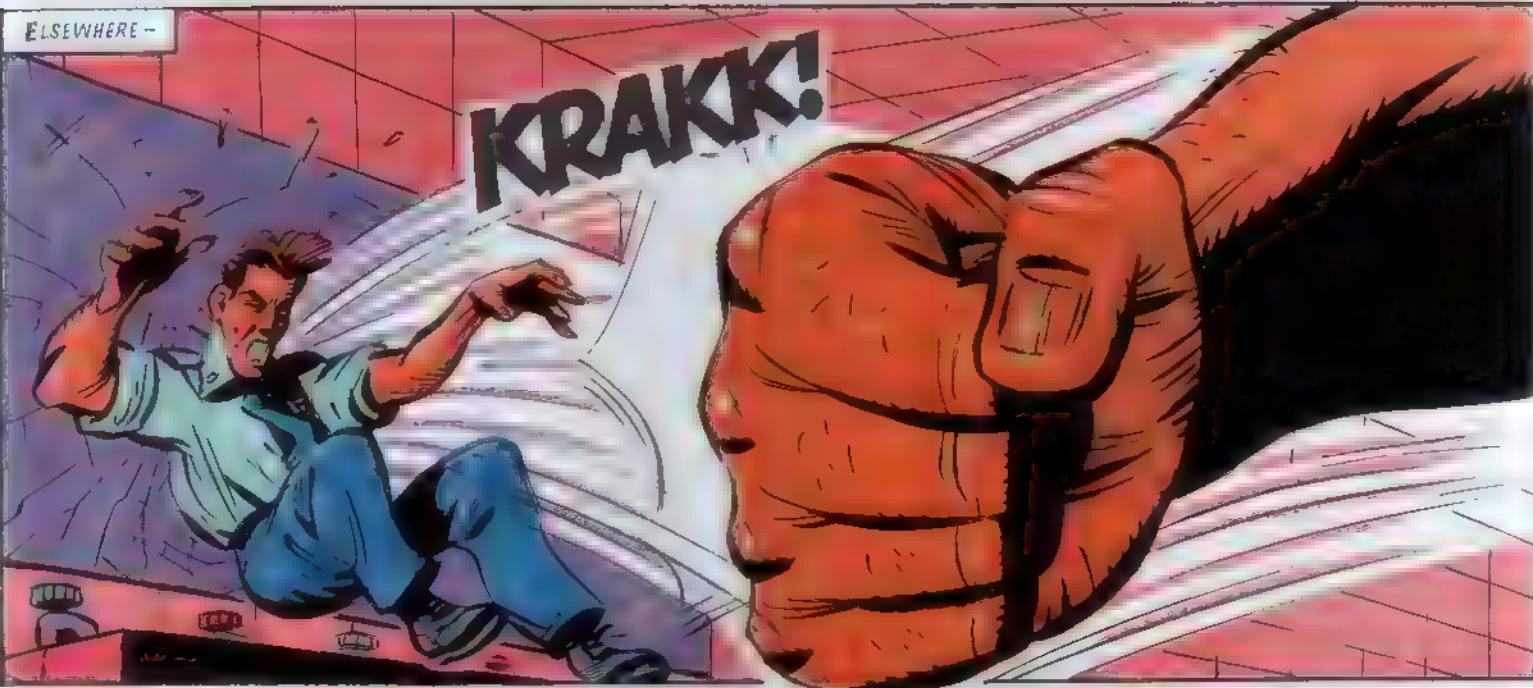
YOU DOPE! THIS
ISN'T THE WAY
MR X WANTS IT!





ELSEWHERE -

KRAKK!



GRAPHIC

Zone

It's that baubly, bell-ringing time Boomers! My circuits have been almost snuffed under by the flood of festive art sent in by you Boomers! The chosen few will each receive an original, STC badge, not seen since issue 2!



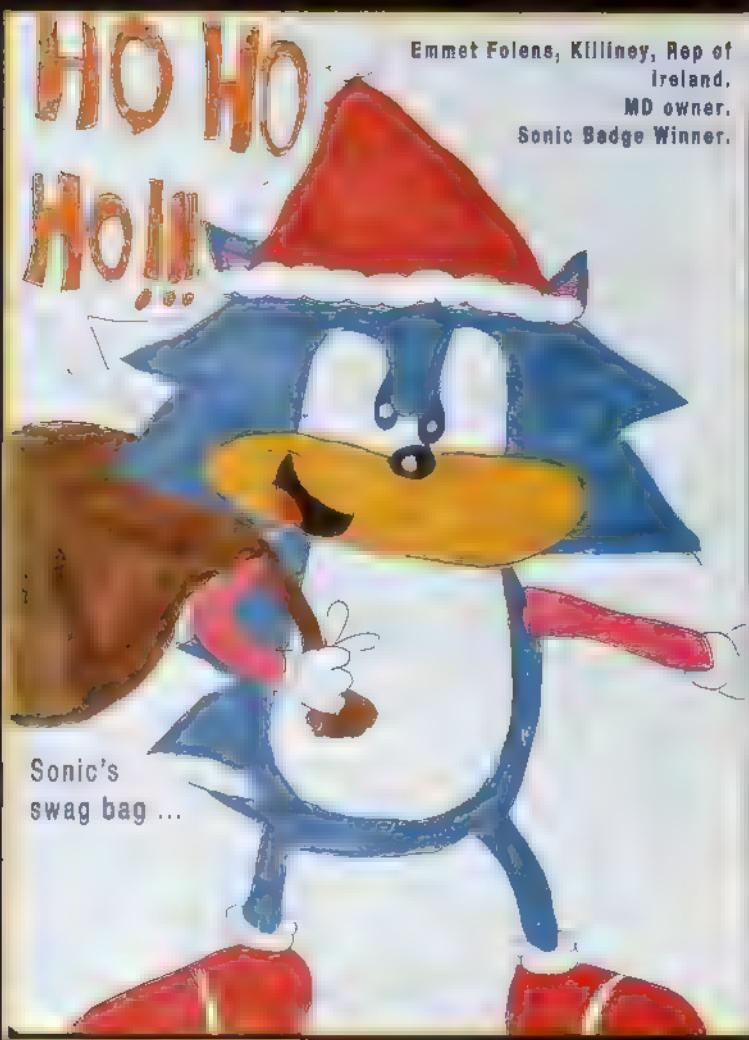
A Christmas
Ball...
Mark-Louie,
Bridgwater,
Somerset,
MD, MCD & MHS
owner.
Sonic Badge
Winner.

Bertie
Wickmont,
Benthorpe, Nr
Ranby, Yorks.
MD owner.
Tails Badge
Winner.

Come slide
with me...

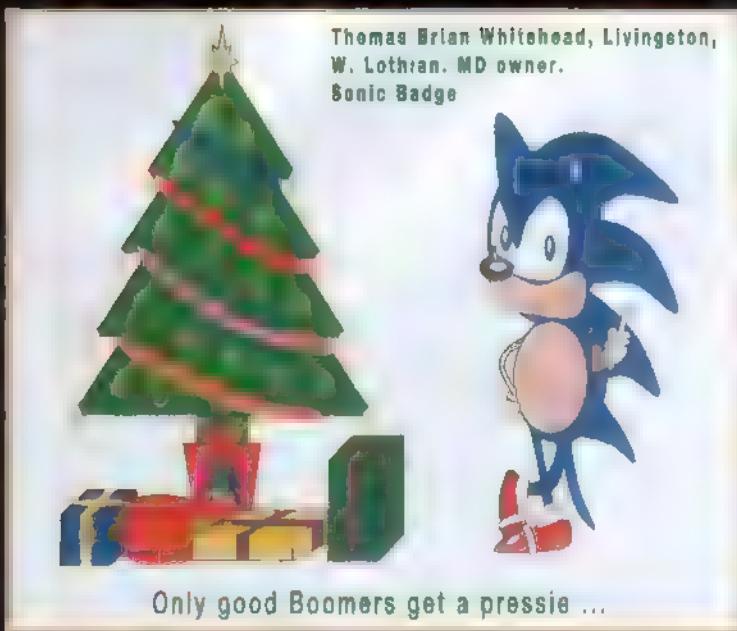


Ian Bowen,
Shropshire.
Sonic Badge
Winner.



Emmet Felens, Killiney, Rep of
Ireland.
MD owner.
Sonic Badge Winner.

Sonic's
swag bag ...

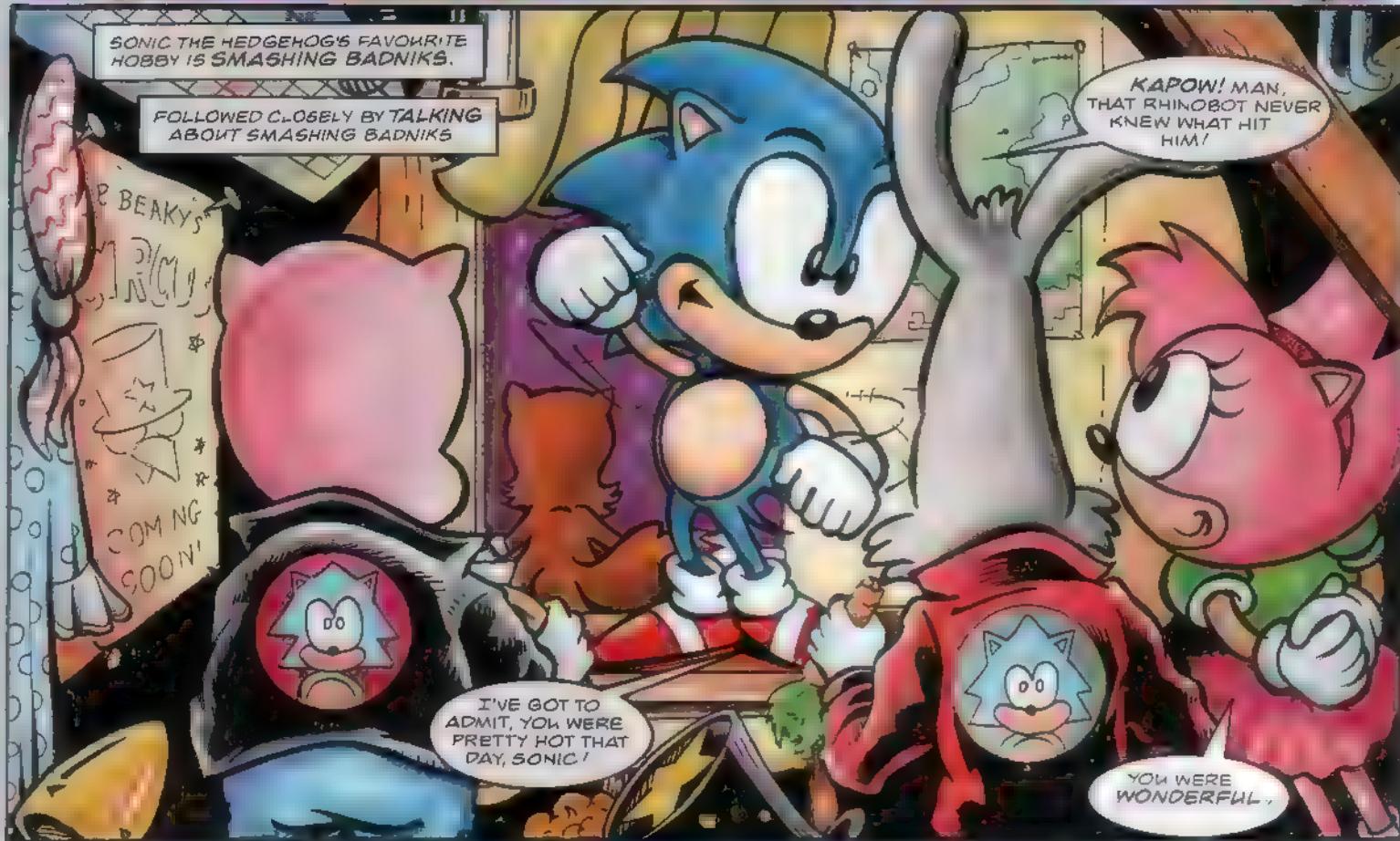


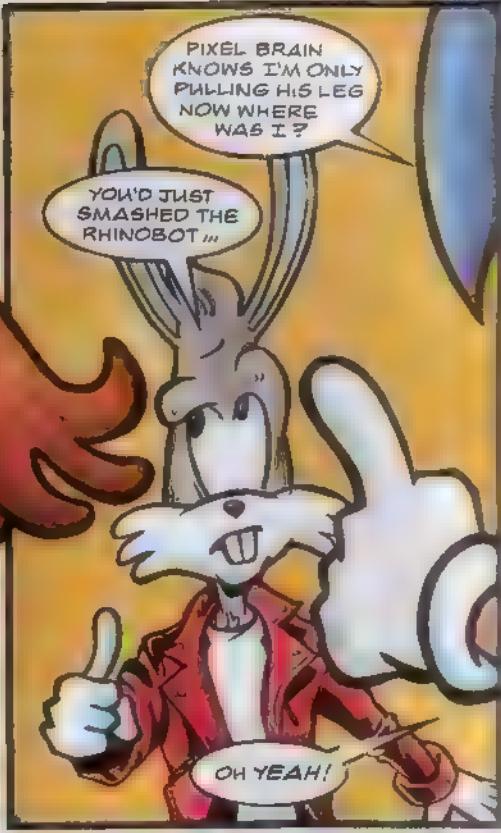
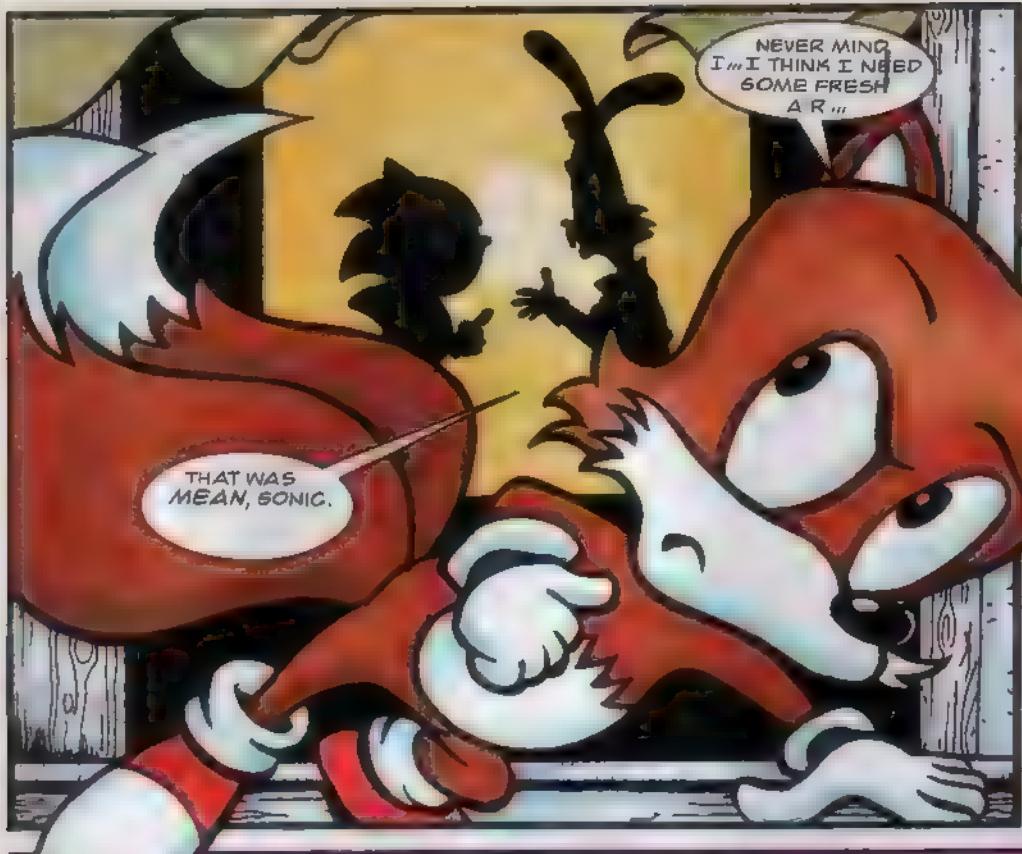
Thomas Brian Whitehead, Livingston,
W. Lothian. MD owner.
Sonic Badge

Tails Hero of Mobiust

SPACED COMPLETE STORY

Script: Nigel Wetherell
Art: Carl Flint
Lettering: Eddie Baker





I SUPPOSE I
SHOULDN'T HAVE BEEN
SURPRISED WHEN A PORTAL
FROM MY HOME ZONE
APPEARED...

"...BUT I WAS!"

MILES
PROWER, WE
HAVE COME FOR
YOU!



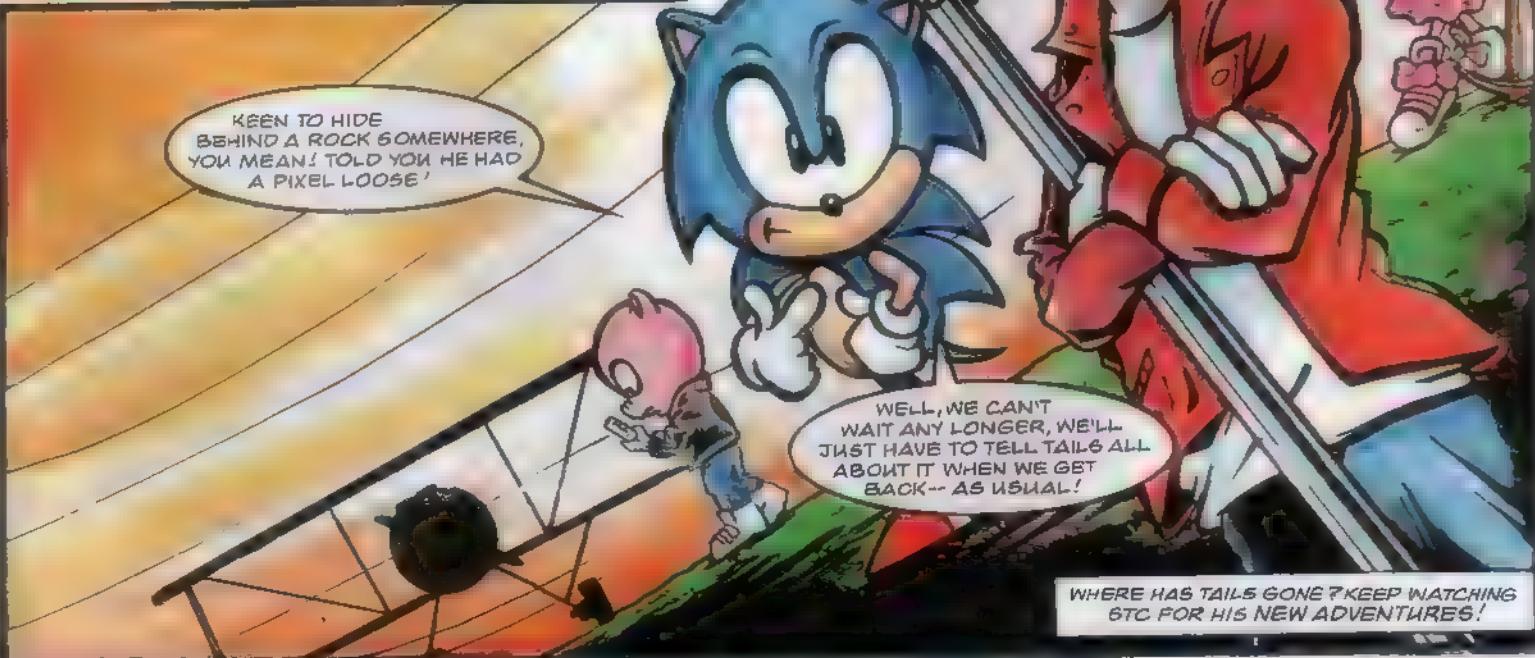
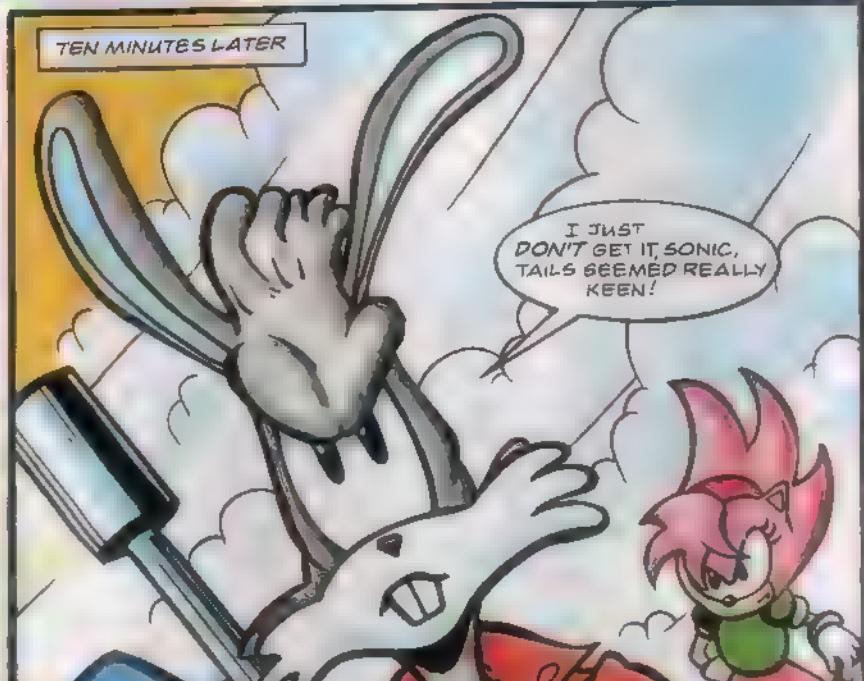
HEY TAILS,
WE JUST LEARNED THAT
THERE'S A BUILD UP OF
BADNIKS IN THE HILL TOP
ZONE! WE COULD USE
YOUR HELP!

DO
YOU WANT
TO COME
ALONG?

THAT'S GREAT!
BUT YOU'D BETTER HURRY,
WE LEAVE IN FIVE
MINUTES!

MILES
PROWER WE
HAVE COME FOR
YOU!

OH NO, NOT
NOW!



WHERE HAS TAILS GONE? KEEP WATCHING
STC FOR HIS NEW ADVENTURES!

BOOMER BOGGLE!

WORDS TO FIND

ALADDIN

BUBSY

ECCO

ELECTRONIC ARTS

FIFA SOCCER

GAME GEAR

LION KING

MARKO

MEGA CD

MEGA DRIVE

SATURN

SEGA

SONIC THE COMIC

THUNDERHAWK

VIRTUA RACING



KNUCKLES

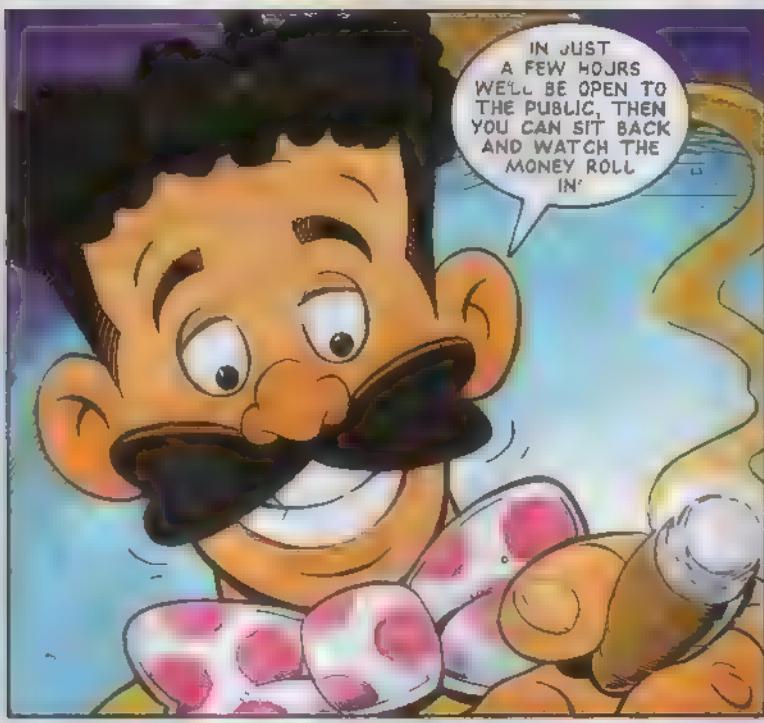
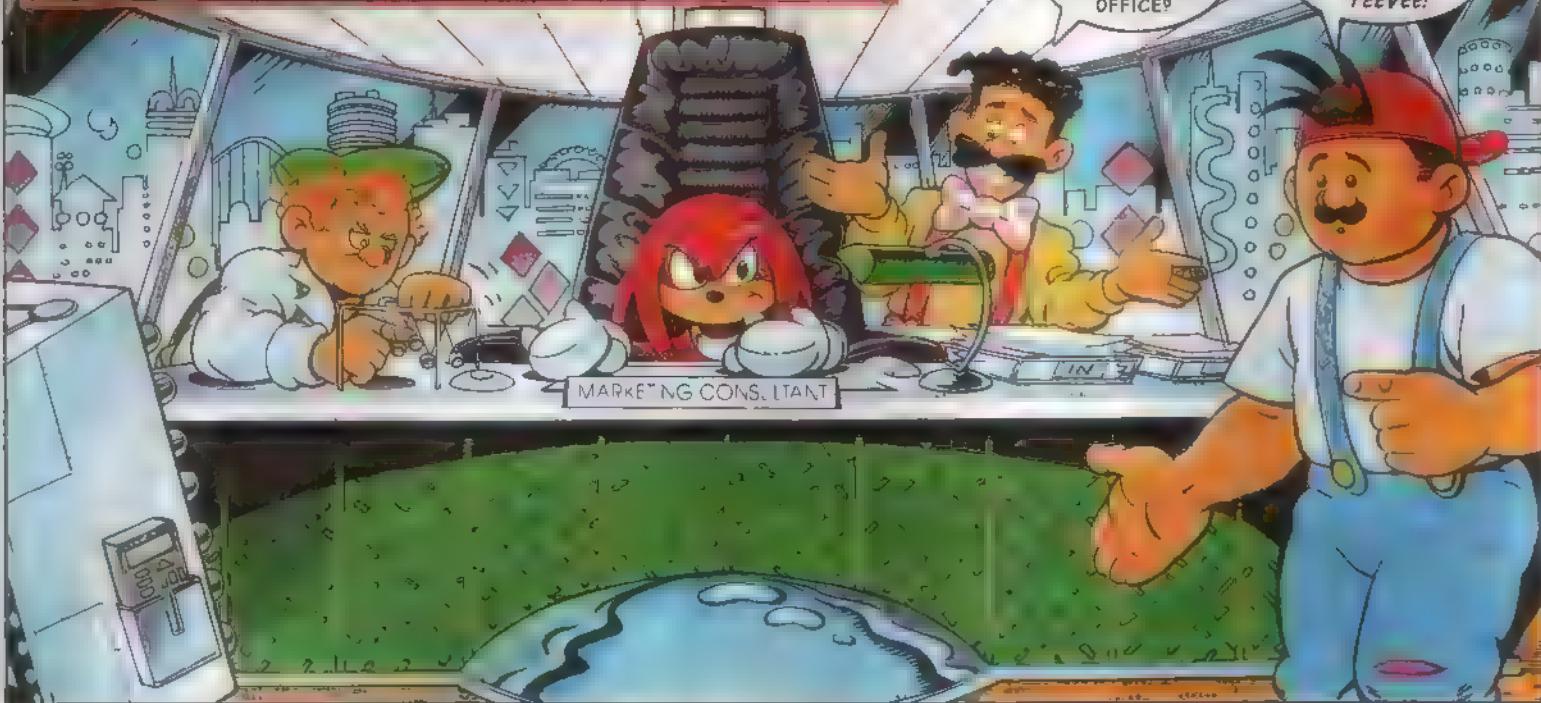
CARNIVAL NIGHT CONSPIRACY

BY JEFF MURKIN & DUSTY PERIN

ART BY DUSTY PERIN



KNUCKLES HAS AGREED TO LET THE CARNIVAL NIGHT ZONE REMAIN ON HIS FLOATING ISLAND IN RETURN THE MARXIE BROTHERS GIVE HIM A CUT OF THE PROFITS



WHAT'S
THE BIG IDEA
CHICIO? DO I
PAY YOU TO
WATCH
TV?

HUH!
YOU DON'T-A
PAY ME TO DO
NOTHIN'

I KNOW
IT'S A SHAME
COS YOU DO IT
SO WELL!

LATER

KNUCKLES
IS SUCH A SAPI!
WELL JUST WAIT
TILL HIS GUARD'S
DOWN, THEN IT'S
GOODNIGHT
ECHIDNA

THERE'S-A
NO PLACE LIKE
THE CARNIVAL
NIGHT-A ZONE,
A THERE'S-A
NO

TRYING
TO KILL-A
LITTLE TIME
BOSS

WELL
YOU SURE
HAVE THE
RIGHT WEAPON!
THAT WAS
MURDER!

NOW
WHAT!

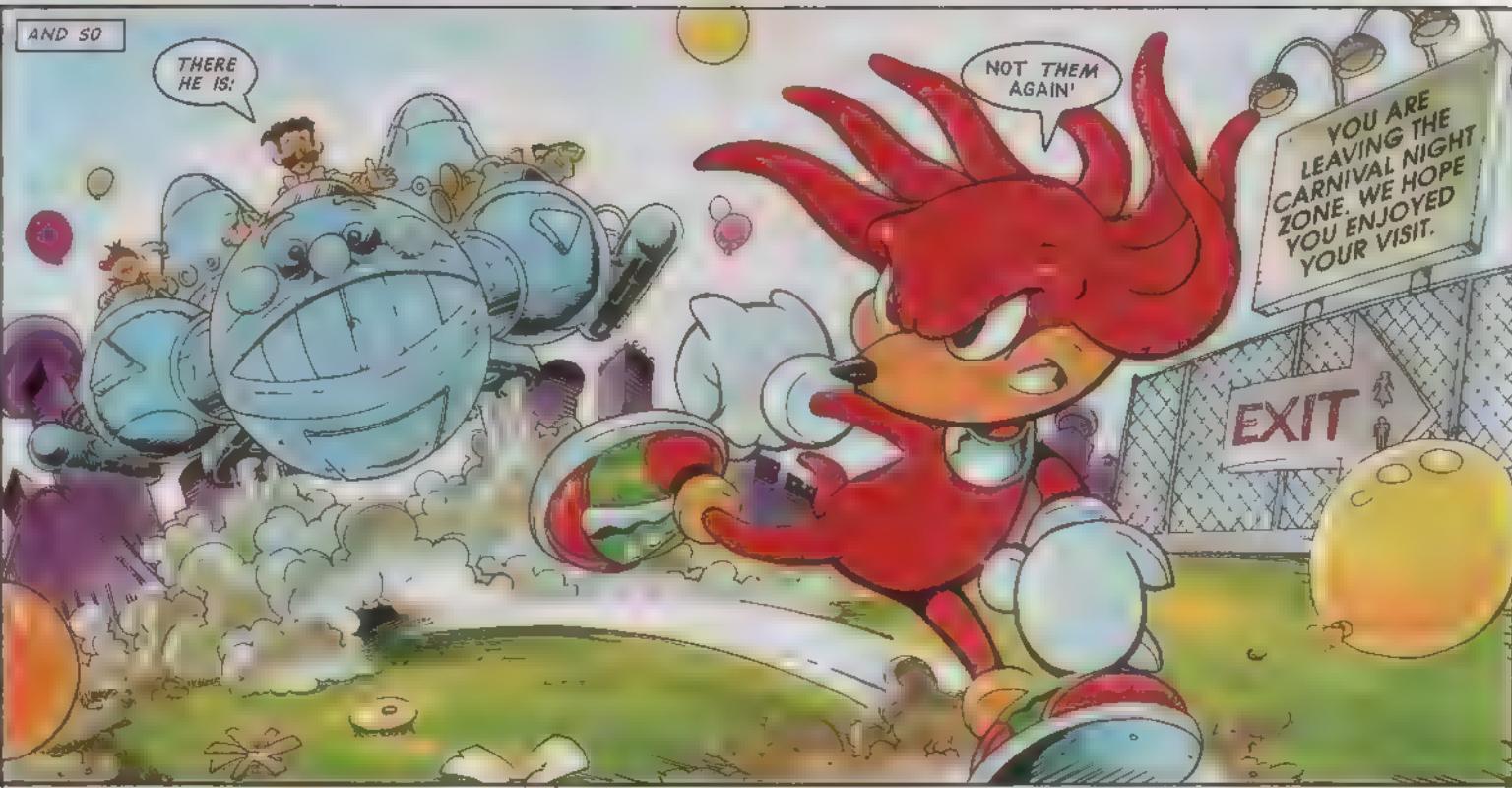
CHICIO
WHAT'S WITH
THE MUSICAL
OUTBURST?

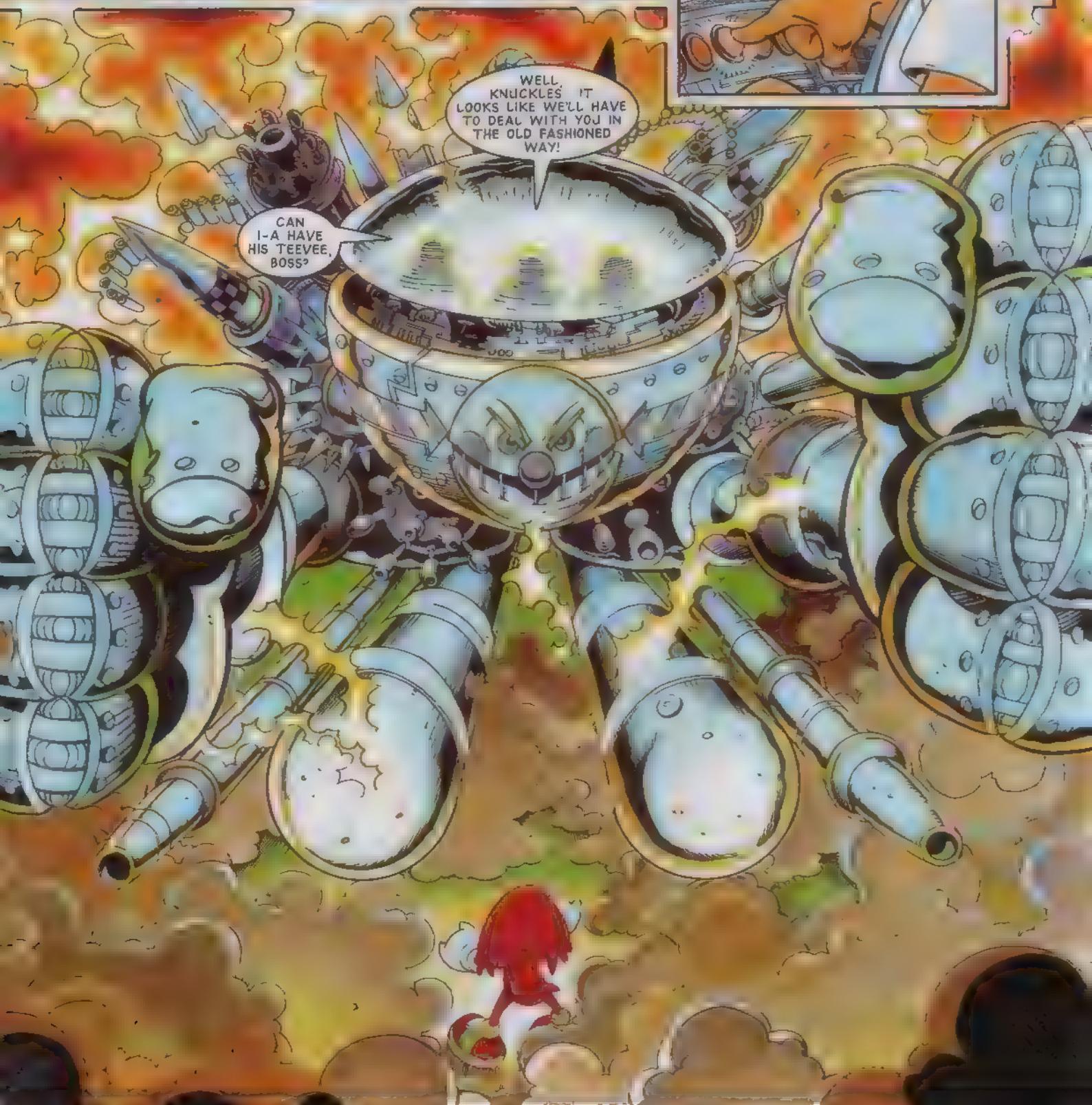
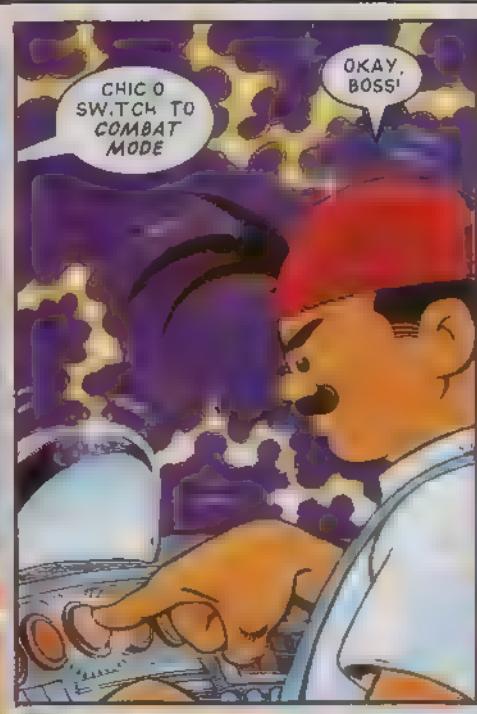
CHICIO,
YOUR MIND
IS WANDERING.
AND THE LONGER
IT STAYS
AWAY THE
BETTER!
COME
ON, WE'VE
GOT TO STOP
KNUCKLES!

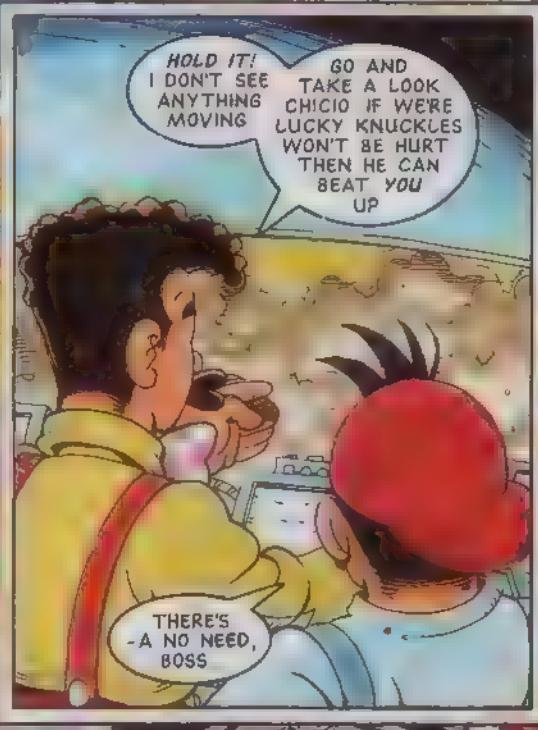
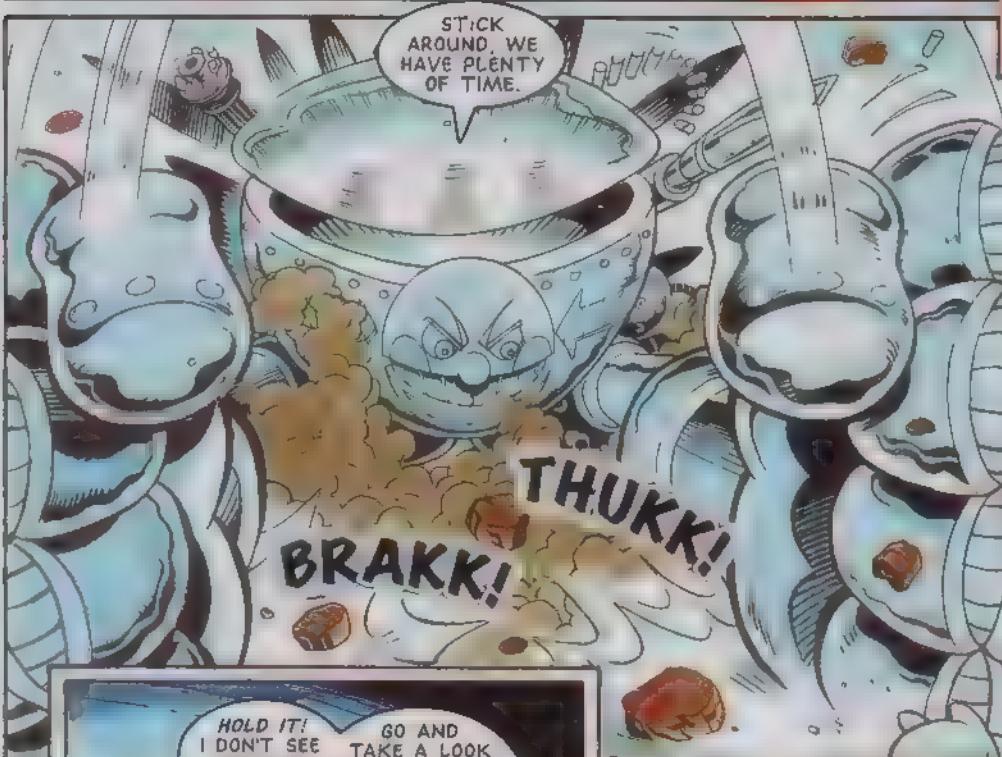
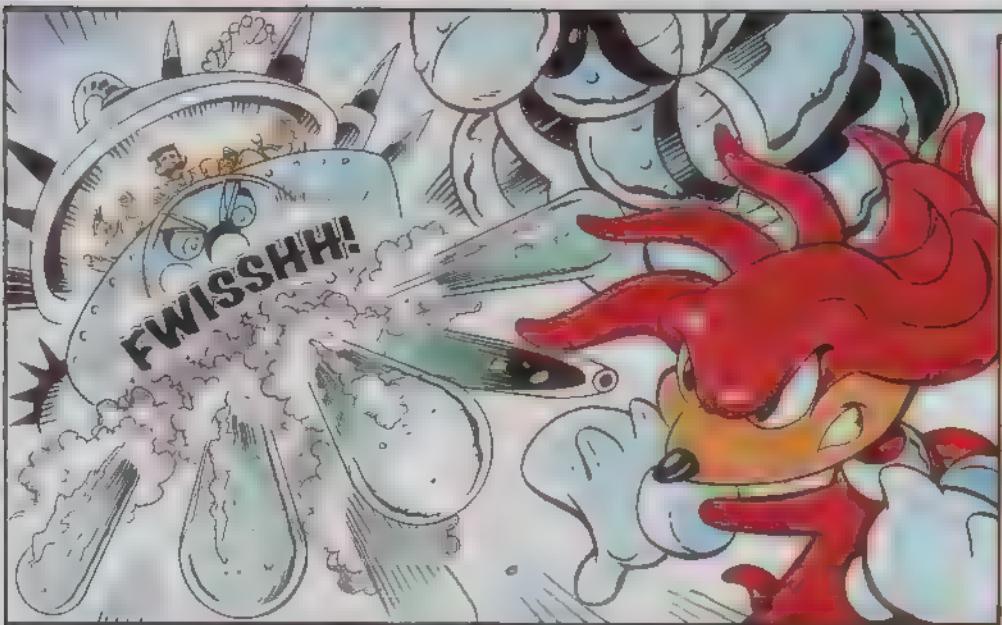
MAMA
MIA' DOCTOR
ROBOTNIK WILL
BE-A-REAL MAD!
MY MOMMA
ALWAYS A-
SAY

BADNIK
PATROL SIR
KNUCKLES IS
LEAVING THE
ZONE!









NEWS Zone

Newshound: Chris Jones.

SEGA ON THE BOX

NEW SERVICE BEAMS GAMES TO HOMES



SEGA CHANNEL

SWT

able to subscribe via a cable TV service. It is being heralded as a breakthrough in interactive video.

For your monthly fee the channel will provide you with access to a 24-hour Sega TV world. News of upcoming games, gameplay tips, Sega competitions and special promotions will all be available to you. Best of all, subscribers will be given a special adaptor cartridge which plugs into your Mega Drive, thus allowing the viewer to select and download a variety of complete games to play on. It will also be possible to test out certain screens from preview games.

Fifty different titles a month will appear with new ones popping up all the time. All this, plus loads more special Sega Channel games not available in the shops will be buzzing onto your Mega Drive. With this much Sega on the box will there ever be time for Neighbours again?

Currently being tested in the U.S. is the **Sega Channel**, offering American Sega owners the chance to be in at the forefront of the 'infotainment' revolution. **Sega Channel** will hopefully be available to those of us in Europe next Spring ('95) with viewers being



BIRTH OF A STAR



Watch out Sonic, Ristar is coming! Sega are launching a new character in a funky platform game due out at the end of January. Insiders

at the company say he will become just as cool and trendy as the infamous blue spiky one (wanna bet? - Megadroid). Ristar, the star-headed hero, has to battle his way across many levels to confront the evil tyrant 'Greedy' who has enslaved his planet's people and captured his dad!

However, with Sonic, Tails and that red-dreaded one Knuckles to compete with, Ristar had better have some good moves and great action to throw our way.



DAFFY DOES TINSEL TOWN

LOONEY TIMES AHEAD FOR HOLLYWOOD



Sega's Daffy Duck in Hollywood is a mid-January release that has Daffy as a super-hero/private investigator who is hired by that other rootin' tootin' Warner Brothers character, Yosemite Sam. In the game, Yosemite Sam is a Hollywood movie director who has had



his 12 Golden Cartoon World Movie Awards stolen by the Mad Professor Duckbrain.

Sam can either pay the ransom or get Daffy to investigate. In true super-hero fashion, Daffy calls upon his powers to save the day. Each level is set against the backdrop of a Hollywood movie that spoofs a real movie. So Daffy, armed with his trusted bubble gun as a weapon, must do battle with the Professor's nasty henchmen. If Daffy cannot re-capture all of the 12 awards Yosemite Sam won't be pleased! Price to be announced later. "Th..Th..Th.. That's all Folks!"

SHORT BURSTS

INTERPLAY FUN

Mega Drive gamers are back at their finest with Interplay's fun new releases. If you thought Bonecrusher, the hilarious pick-and-click platformer game (out just before Christmas) was just everyday clean, good, fun then stand by for Clayfighter.

Clayfighter is a crazy combat action game for one or two players. It's packed with crazy characters who are all ready to fight you until your stag body is splattered off the screen. Watch out for 'Blue Santa Goo' an elderly imbecile whose greasy quill is his greatest weapon, or 'Bad Mr. Frosty' the snowman who lobes fatal snowballs at you.

The game is extremely funny as well as challenging. So get out that Plasticine and Hop-Duck and join the Clayfighter club.

TO THE POWER OF III

Holy sequel! Road Rash III is about to hit the streets. The Electronic Arts game is set to cost Mega Drive owners £44.99 for the chance to own a vastly improved sequel. Using sprites transferred over from a 3DO version, ROAD RASH III is going international with races and rashing (i.e.



making the other riders chew concrete) taking place on Kenyan dirt tracks and Japanese highways.

The same fast and vicious all out lawless action takes place, but now you can be twice as mean. You can steal an opponents bike after you've knocked him off and you can even switch to the cops to eliminate a tricky foe. The same ass two-player head-to-head mode is retained for rashing between friends.

SEGA: THE GAMES ARE COMING

January 1995 sees some serious software hitting those shelves for Sega's new supercharged add-on, the Mega Drive 32X. Joining the Doom, Virtua Racing Deluxe and Star Wars Arcade titles currently available will be an ice boat 'em-up, Cosmic Carnage, and the old arcade shoot 'em-up Afterburner. Both promise 'super real' graphics with Cosmic Carnage looking to breathe new life into console fighting games.

DOCTOR ROBOTNIK

GOBLIN STOY

A DAY IN THE LIFE OF
ROBOTNIK

Script: Mark Miller
Art: G. Bradley. Lettering: Bill Winkler

DOCTOR ROBOTNIK FROLICKED AND DANCED AMONG HIS FAVOURITE WILD FLOWERS.

HOP-SKIP-

IT WAS A PERFECT DAY

HE MERRILY PLAYED WITH HIS FURRY LITTLE FRIENDS UNTIL HE BECAME QUITE DIZZY AND HAD TO STOP

HOP-SKIP-

GOSH, THAT WAS FUN!

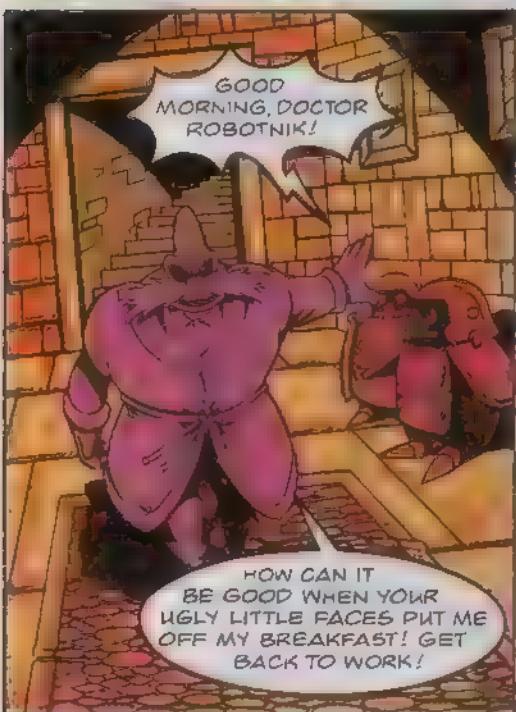
HOW ABOUT A HUG FOR YOUR FAVE ECO-FRIENDLY SCIENTIST?

THE WORLD LOVED DOCTOR ROBOTNIK AND IN TURN HIS HEART BLOSSOMED WITH JOY FOR THE WORLD

THE ANIMALS ALL AGREED THAT HE WAS THE SWEETEST MAN ON THE PLANET MOBIUS

ZZ

ZZ



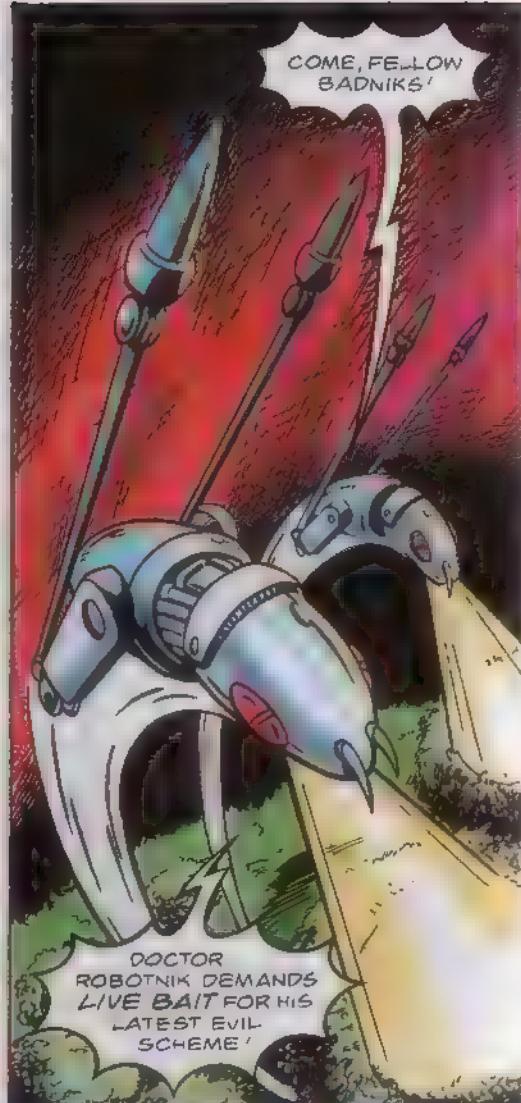
A TYPICAL DAY IS SPENT
DESIGNING DEADLY TRAPS
FOR THE ANIMALS OF
MOBILIS

SONIC

Sonic.
Exploding
Mines

BOMB

TRAPS WHICH DESTROY
THE PLANET'S GREENERY



EEP!



LIVE BAT
TO CATCH THE
WORLD'S COOLEST
HEDGEHOG!



FE IN THE SCRAP BRAIN ZONE.

YOU ARE
COMMANDED TO
FIGHT IN THE NAME
OF OUR CHUBBY
MASTER!

GROAN,
WHAT'S THE
POINT?

SONIC JUST
LEAVES US LOOKING
LIKE SCRAP
METAL!

YOU GOT IT,
BUCKET HEAD!

NOBODY
STANDS A CHANCE
AGAINST THE WORLD'S
NUMBER ONE
HEDGEHOG!

UP AND AT
'EM, DUDES!

HOORAY! YOU
DID IT, SONIC! WE'RE
FREE

YUP!
SAVED YOUR
BACON AGAIN,
PORKER!

ROBOTNIK'S DASHED ATTEMPTS TO SET A TRAP FOR SONIC ARE GETTING TO HIM.

HE DID IT AGAIN, YOUR NASTINESS! SONIC FREED THE PRISONERS!

GRRR! TO THE MELTING POTS WITH THOSE USELESS BADNIKS

KEEP OFF MY GRASS!!! OR ELSE!

FAILURE RESULTS IN EXTERM NATION UNDER DOCTOR ROBOTNIK'S RULE

ANY BADNIK WHO FAILS TO STOP SONIC IS MELTED DOWN AND USED TO BUILD A NEW IMPROVED BADNIK

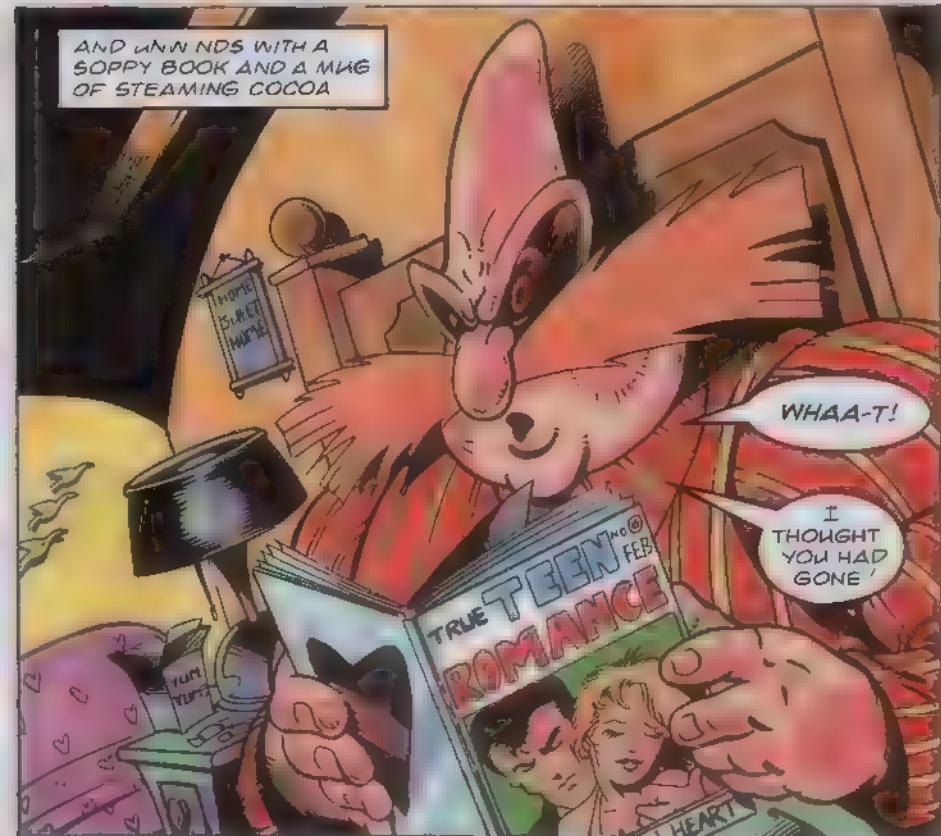
NEXT!

NEXT!

GLUB!

PRAISE THE COMPASSION OF DOCTOR ROBOTNIK!

DOCTOR ROBOTNIK SPENDS HIS LEISURE TIME FESTERING WITH HATRED IN HIS SECRET LAB



9 Zone

STC's regular game guru David Gibbon brings you the second and final part of this Jungle Book Special on the Mega Drive. It's in-depth coverage will ensure swinging success in completing this amazing game.

JUNGLE BOOK SPECIAL Part 2

CHAPTER 5: BALOO AND THE RIDERS

FIND 10 GEMS, THEN BAGHEERA

Located three platforms above the start.

Climb about half-way up the level to find the second Gem in a branch. Continue to the top to see the third Gem in the sky. Walk left, to the end, and the fourth Gem can be found hanging in a bush from the sky.

To collect this Gem, head right and jump across to the next tree.

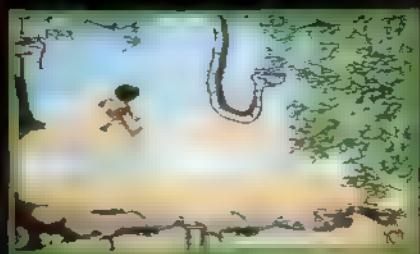
Jump right across to the next tree and climb down the vine.

Climb to the top once again and onto the next tree.

GEM 8:
Climb down the vine.

GEM 9:
Return to the top of the tree and head right using the linked vines. Collect this Gem hidden behind the top of the next tree.

GEM 10:
Drop down to the next branch.



BAGHEERA:

Bagheera is located at the very bottom-right of the level.

COMPASS:

From the start, head right. This is located on the bottom platform, just above the river.

EXTRA LIFE:

Head to the top from the start. Go right to the third tree along, then search the bushes in the sky for a hidden life.

CHAPTER 5: TREE VILLAGE

OBJECTIVE: FIND 10 GEMS, THEN MEET THE WITCH DOCTOR

Once you have the Compass, follow the directions given to collect each Gem. Remember to search inside the huts and the trees to find hidden items. To transport from one hut to another, stand inside and press Up.

COMPASS:

Go right, through the tree and climb the vine.

EXTRA LIFE:

From the start, stand inside the hut and press Up. At the next hut, go left inside the tree to gain an extra life.

THE WITCH DOCTOR

Part 1 - Located at the top-right of the level. When the piled-up Monkey's appear, stand as close to them as possible to help you avoid the fire and repeatedly throw Bananas to destroy them.

Part 2 - Stand at the extreme left or right of the screen. When a Monkey appears, fire at him until he retreats. When the ground Monkey fires, jump up to avoid being hit.

CHAPTER 7 - ANCIENT RUINS

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

Full of collapsing platforms. Hop from one to another and, using the Compass, you should have no problem finding the 10 Gems.

BAGHEERA:

Situated on the ground, near the far left of the level.

COMPASS:

Walk right, jump the gap and you'll see this above Mowgli's head.

CHAPTER 8 - FALLING RUINS

OBJECTIVE: FIND 10 GEMS, DESTROY KING LOUIE

A highly dangerous level in which it's very easy to lose a life. Requires perfect timing and accurate jumping. Follow the platforms heading up until you reach the top and King Louie. Don't stand too long on a platform as it may collapse or grow deadly spikes!

COMPASS:

Head right, jumping across three platforms to collect this.

KING LOUIE:

The most difficult boss in the game. When Louie is running, jump over him and stand at the extreme left or right of the screen. If he hangs from the ceiling, prepare for him to fire two Bananas at low level. Jump over them. If he fires from the ground, he'll start with a low shot but the next will be higher; just touch the jump button to miss the first, second and third bananas. The two bowling balls are easy to jump. Continue firing and Louie will eventually disappear.

CHAPTER 9 - JUNGLE BY NIGHT

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

A fairly simple level, which is similar to Jungle By Day - but in the dark! Get the Compass and follow its directions to find the Gems.

BAGHEERA:

Located at the very bottom-right side of the level.

COMPASS:

Climb the vine, go left to bounce off a snake to find this.

CHAPTER 10 - DESERTLANDS

FIND 10 GEMS, DESTROY SHERE KHAN

Watch out for the lethal fire and lightning bolts. Keep on the move, jump the fire and find the Gems with the aid of the Compass.

Located just past the fire to the right of the starting point.

Fighting this tiger requires some quick thinking! Every time a new pillar rises up, jump onto it. When Khan fires, jump in the air to avoid being hit. Other than that - keep firing!

Hopefully, by now you should have completed Jungle Book! If you haven't quite managed it, then keep an eye out in a future Q Zone for a possible cheat!



- Once you've collected the 10 Gems needed on each level, it's a good idea to try and find the remaining five. Get these, and you'll get a chance to enter the Bonus round where hundreds of collectables will be yours for the taking.
- A Compass is a must on each level. These point to the nearest Gem, making life so much easier. The location of each one is shown in the solution.
- The Witch Doctor Masks add vital seconds of invulnerability to your armour. Try and find these on each level as they come in very handy when you're fighting King Louie and Shere Khan!
- The Elephants sprinkled around each level, if touched by Mowgli, indicate where you'll start off if you lose a life.

MARKO'S MAGIC FOOTBALL

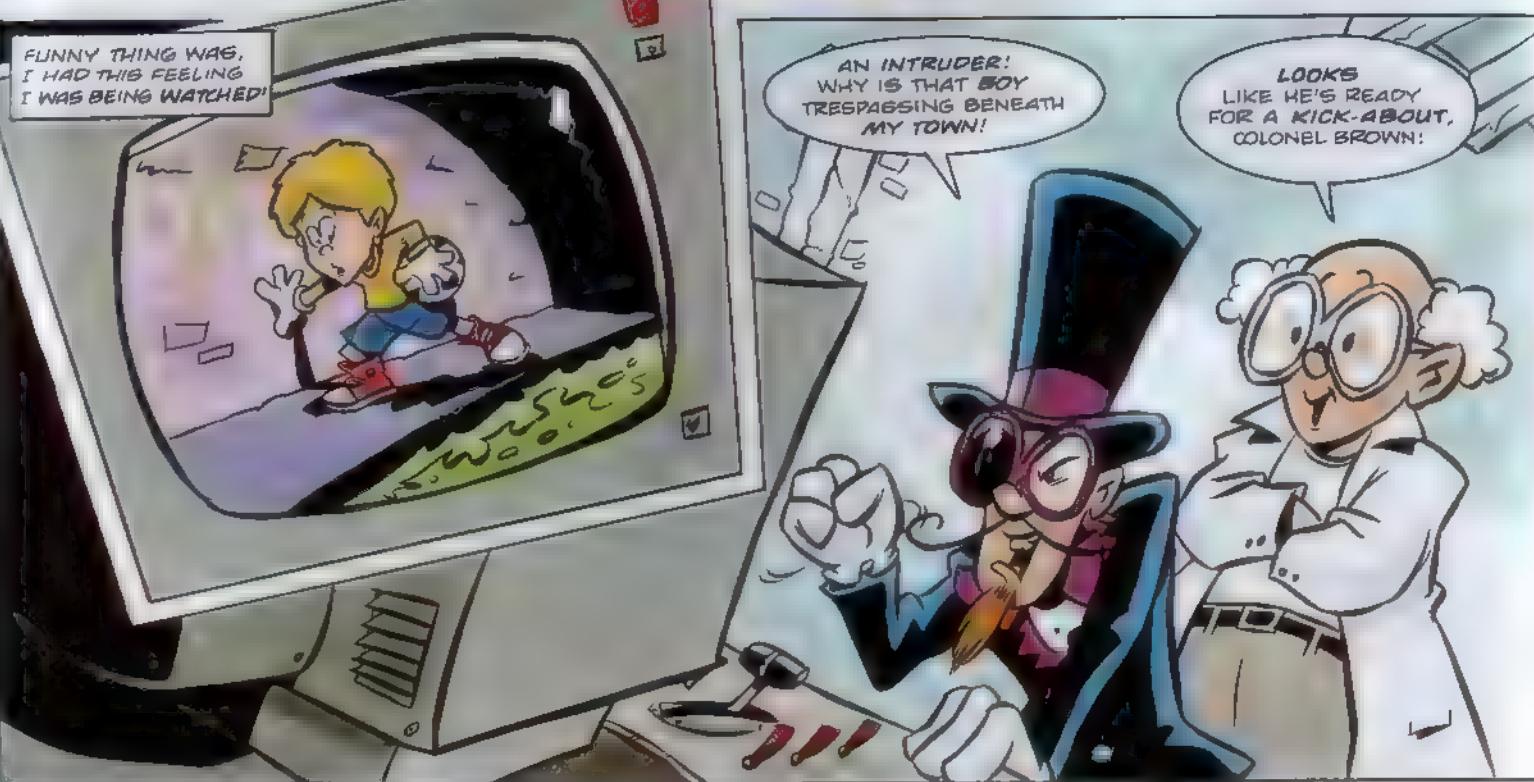
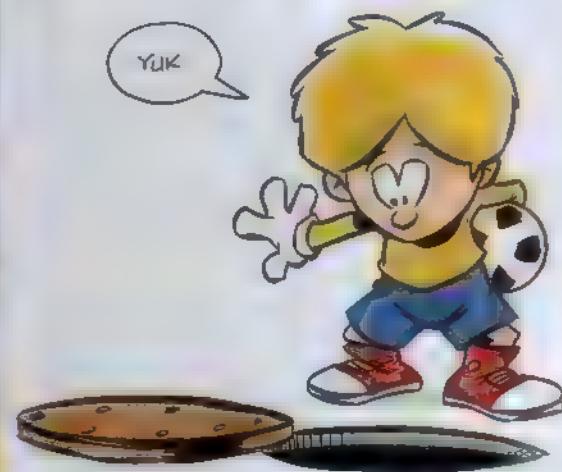
Script: Lew Stringer
Art: Gary Andrews
Lettering: Elitta Fell

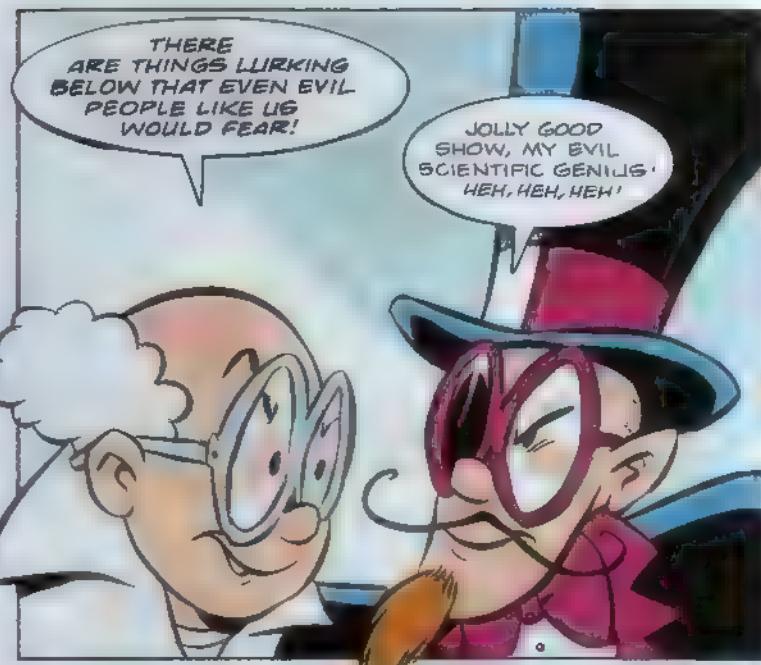
THE NAME'S MARKO. I'M JUST AN ORDINARY KID LIVING IN A TOWN CALLED NORTH STERLINGTON. I'M NORMAL ENOUGH, BUT THE TOWN'S A BIT STRANGE...

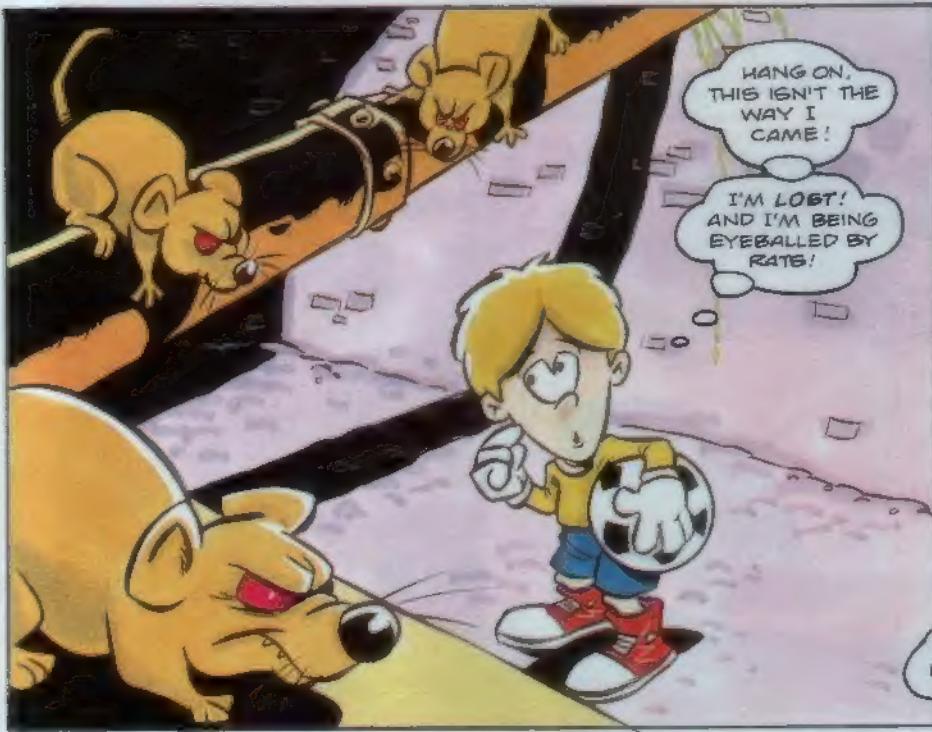




CALL ME BRAVE, OR PLAIN STUPID
(PROBABLY STUPID), BUT I
DECIDED TO FOLLOW.







NEXT ISSUE: ENTER CAPTAIN SMIRK!

SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Kevin Bowen, Shropshire.
MD owner.
Sonic Water Fun Game Winner.



Well 'Ard

Dear STC,

What has happened to Sonic's pals, Johnny Lightfoot and Porker Lewis? They used to look so cute and cuddly, but now they both wear biker jackets and look like punks!

Michael Walker, Farnborough.
MD owner.

Sonic Water Fun Game Winner.

Micky, are you suggesting that no self-respecting 'Freedom Fighter' should be seen without an (gulp!) anorak?



Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Thomas Whitehead, Livingston, Scotland.
MD owner.
Sonic Water Fun Game Winner.



Brush Off

Dear STC,

Why does Doctor Robotnik never shave off his moustache?
Janade Qureshi, Clywyd, N. Wales.
MS owner.
Sonic Water Fun Game Winner.



It's probably so that it irritates everyone when he kisses them, Janade. Now that's a thought ...

Whole Lotta Knuckles

Dear Megadroid,

Please can you tell me whether STC will be doing a **Sonic & Knuckles Special Q Zone** featuring level cheats and tips?

Frankie Pitts, London. MD owner.
Please send in full address.
Sonic Water Fun Game Winner.



Fear not Frankie, your queries will be laid to rest in the next issue. In fact you'll also be able to get game guru

David Gibbons opinion on Sonic & Knuckles in STC 42's Review Zone.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megatitious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0705 872267.



NEXT ISSUE...

BLAST OFF!

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DATA STRIP

Fill in & send to:
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25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

..... AGE

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

SYSTEM:- (please tick)

MD MS GG MCD

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

..... would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 42

OF STC?

0%

KNUCKLES™

THE ECHIDNA

(THAT'S SPINY ANTEATER TO YOU!)



S.T.C.
Star
Pin-Up